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**Timothy J. Volpe**

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## SKILLS

Languages: C/C++/C#, Java, Actionscript 3, Javascript, HTML/HTML5, CSS, SQL  
Programs: Microsoft Word, Excel, Visual Studio; Unity3D, Adobe Flash Builder, Photoshop; Autodesk Maya, Perforce P4V, Git  
Other: Atlassian JIRA, Bamboo; Gurock Software TestRail, TestComplete, JMeter, Assembla, Selenium  
Operating Systems: Windows 10/7/Vista/XP/2000, Mac OS, UNIX

## VOLUNTEERING

### ***Pixel Arts Game Education, Portland, OR*** **Mentor**

June 2015 - present

- Provided mentoring for children participating in free camps at libraries and in affiliation with local schools, teaching basic tenants of game creation, including design, art, and programming
- Aided in curriculum development
- Assisted in camp setup and breakdown

## WORK EXPERIENCE

### ***OpenSesame, Portland, OR*** **Software Developer** (contract)

October, 2016

- Contract position to further develop and enhance a prototype e-learning course using Virtual Reality
- Developed using the Unity3D engine for use on the HTC Vive and Oculus Rift

### ***CampusPoint, Portland, OR*** **Various**

June, 2015 – October, 2015

- Temporary Associate (June – July 2015) for Stumptown Coffee Corp.: Assisted production through bottling, labeling, and packaging
- QA Engineer (October 2015) for LanguageLine Solutions: Performed a series of software validation and localization testing

### ***Storytime Studios, LLC, Boston, MA*** **Programmer** (contract)

January, 2013 – January, 2014

- Developed code for SKIT! storytelling/animation mobile app, including UI elements and general bug fixing, using ActionScript 3
- Created testplans, advised team in helpful testing techniques, and tested on several mobile platforms
- Supported community management and marketing efforts

**38 Studios, Providence, RI**  
**QA Tester - Web**

July, 2011 – May, 2012

- Wrote testplans and performed visual and functional testing for several versions of the websites and other projects for the Digital Presence team, including testing across multiple platforms and mobile devices
- Provided QA support for live updates to the websites
- Support for bug tracking in JIRA and agile-development task planning (scrum)
- Some support for testing efforts for the Online Services team and the Project Copernicus team

**QUICKHIT, Foxboro, MA**  
**QA Tester**

October, 2009 – February, 2011

- Wrote and executed test plans to ensure the quality and performance of QUICKHIT NFL game and accompanying webpages
- Filed bug reports in JIRA and worked with developers to resolve issues
- Responsible for redeploying internal servers and helped maintain testing environments
- Aided Customer Service with database queries and customer interactions on forums
- Limited work done with automated testing efforts using TestComplete and JMeter

## **EDUCATION**

**Worcester Polytechnic Institute, Worcester, MA**  
**Bachelor of Science in Interactive Media and Game Development**  
graduated With Distinction

March, 2009

**University of Massachusetts, Amherst, MA**  
**Bachelor of Science in Computer Science**

December, 2000

## **RECENT PROJECTS**

***Bloom Barrage (née Ghostly Garden)***

- Competitive multiplayer game, written in Unity and C#, created for Portland Indie Game Squad's Summer Slow Jam 2015
- Showcased at OMSI Mini Maker Fair, Portland Retro Game Expo, and other PIGSquad events

***ATW (working title)***

- Sci-fi themed puzzle game, written in Unity and C#

***Heroclix™ Line of Fire Tool***

- Companion reference designed to accompany Heroclix™ miniatures game, written in HTML5, CSS, and Javascript